

Chapter 3

Classes of Al-Dakan

Base Classes

Several of the base classes from the PHB are perfectly appropriate for play in an Arabian setting, while others have a more Western or Eastern feel to them and are less well suited. Of course, your DM may allow you to play one of the disallowed classes, as a “wanderer from distant lands.” There are also new base classes listed in this chapter. These are all summarized in Table 3-1.

There are also new prestige classes and racial classes, which will be covered later in this chapter.

Faris

The faris is just the Arabian equivalent of the paladin. In terms of game mechanics, they are identical.

Sorcerer

All Sorcerers must have the Djinn-touched template. See the race chapter for more details.

Fighter, Rogue, Ranger & Wizard

These classes are unchanged from the core rules.

Assassin

The assassin presented here is yet another alternative to the one in the DMG.

Like the fighter, the ranger, and the faris, the assassin is a warrior. He is highly skilled with weapons, and can make deadly attacks. The difference

is that he is not skilled in direct confrontations. When opposed by one of the above classes in a fair fight, he will lose almost every time. Rather, the assassin is the master of sneak attacks, poisons, and knives in the back. On his own ground, he is very hard to stop.

Almost all assassins were trained by an assassin order. Most often these are religious or pseudo-religious groups, training the assassin from early childhood. Almost always, the identities of members (or even the existence of the order) are secret. Members will die before revealing these.

Adventurers: Some assassins are on assignment for their masters. They may have a specific long-term goal that they are trying to reach, that may or may not be at odds with her companions. At other times, an assassin might be under deep cover, waiting for instructions from her order. Finally, there are those who have rebelled, who have decided that the ethics of their organization are less than admirable. The latter are most often marked for death by their former compatriots.

Characteristics: Externally, assassins are a highly varied group. As they almost never let on that they are assassins, they often appear to be any kind of person they wish. The one characteristic that they all share though is a casual indifference toward the sanctity of life.

Alignment: Assassins cannot be good. Their training and skills are completely incompatible with the empathy and respect for life that good characters have. While many are evil, many are also amoral and neutral.

Table 3-1: Class Summary

Allowed Core Classes		Cleric	Clr	Hyenafolk	Hye
Faris (Paladin)	Far	Druid	Drd	Lizardfolk	Liz
Fighter	Ftr	Monk	Mnk		
Ranger	Rgr				
Rogue	Rog				
Sorcerer ¹	Sor				
Wizard	Wiz				
Disallowed Core Classes					
Barbarian	Bbn				
Bard	Brd				
		New Base Classes		Prestige Classes	
		Assassin	Asa	Fida'i	Fid
		Hakima	Hkm	Lizardfolk Witch Warrior	Lw w
		Scholar Mage	Sch	Seraph Hunter	Hun
		Racial Classes			
		Giant	Gia		

¹: Sorcerers must take the Djinn-touched template.

Religion: The first groups of assassins started as religious orders, dedicated to some cause or god. Many assassins are still religious warriors, who believe strongly that what they do is for the greater good. Nevertheless, many have become cynical towards religion.

Background: Most assassins were trained by their order from a very young age. Many cannot even remember their parents, or a time when they did not live within their compound. On occasion someone may gain entrance to the group in later life, though this is quite rare.

Races: Most assassin organizations consist mainly of humans. However, they are certainly aware of the abilities of other races to get where humans cannot...

Other Classes: Understandably, assassins are highly distrusted by almost everybody else in the civilized world. As such, they most often pretend to be other professions, such as rogues or fighters.

Alignment: Any non-good.

Hit Die: d6.

Class Skills

The assassin's class skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (4 + Int Modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the assassin.

Weapon and Armor Proficiencies: An assassin is proficient in all simple and martial weapons, as well as light and medium armor and shields. In addition, if your game incorporates exotic weapons that are traditionally used for assassinations (such as the garrote), the assassin is proficient with them as well.

Sneak Attack: At 2nd level, an assassin gains a +1d6 sneak attack. Any time his target would be denied his Dexterity bonus to AC (whether he has one or not), the assassin's attack deals +1d6 points of damage. The extra damage increases by 1d6 for every

Game Rule Information

Assassins have the following game statistics.

Abilities: Strength and Dexterity are both crucial to an assassin. The former helps her land attacks accurately and with effect, while the latter helps her get close enough to do so (or to attack from afar). Wisdom helps with many of the assassin's skills. Constitution helps to offset his otherwise low hit points. A high Intelligence also helps to gain the assassin more skill points, which can also be quite useful.

Table 3-2: Assassin Level Progression

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Bonus feat, poison use
2	+2	+0	+3	+0	Sneak attack +1d6
3	+3	+1	+3	+1	+1 save vs. poison
4	+4	+1	+4	+1	Sneak attack +2d6
5	+5	+1	+4	+1	Bonus feat
6	+6/+1	+2	+5	+2	Sneak attack +3d6, +2 save vs. poison
7	+7/+2	+2	+5	+2	Death attack
8	+8/+3	+2	+6	+2	Sneak attack +4d6
9	+9/+4	+3	+6	+3	+3 save vs. poison
10	+10/+5	+3	+7	+3	Bonus feat, sneak attack +5d6
11	+11/+6/+1	+3	+7	+3	
12	+12/+7/+2	+4	+8	+4	Sneak attack +6d6, +4 save vs. poison
13	+13/+8/+3	+4	+8	+4	
14	+14/+9/+4	+4	+9	+4	Sneak attack +7d6
15	+15/+10/+5	+5	+9	+5	Bonus feat, +5 save vs. poison
16	+16/+11/+6/+1	+5	+10	+5	Sneak attack +8d6
17	+17/+12/+7/+2	+5	+10	+5	
18	+18/+13/+8/+3	+6	+11	+6	Sneak attack +9d6, +6 save vs. poison
19	+19/+14/+9/+4	+6	+11	+6	
20	+20/+15/+10/+5	+6	+12	+6	Bonus feat, sneak attack +10d6

two levels thereafter. Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the assassin can make a sneak attack that deals subdual damage instead of normal damage. She cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because she must make optimal use of her weapon in order to execute the sneak attack.

An assassin can only sneak attack living creatures with discernible anatomies, and he must be able to see the target well enough to pick out a reachable vital spot. Undead, constructs, oozes, plants, incorporeal creatures, and any creature immune to critical hits is immune to sneak attacks. So are creatures with concealment or creatures whose vitals are out of reach.

Sneak attacks can only be used if the assassin is wearing light or no armor.

Bonus Feats: At 1st level, 5th level, and every five levels thereafter, an assassin gets a bonus feat. These must be chosen from the following list (feats with prerequisites are listed parenthetically): Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, Weapon Focus.

The assassin is not limited to this list when choosing standard feats every three levels.

Bonus Languages: An assassin may substitute any language for one normally available to him because of his race (including secret languages). Additionally, all assassins know a secret code specific to their organization, typically consisting of non-verbal signals. This code is never taught to outsiders.

Death Attack: If the assassin studies her target for 3 rounds and then makes a successful sneak attack with a melee weapon, it has the additional effect of possibly killing or paralyzing the victim (assassin's choice). She may take other actions during this study period so long as her attention stays focused on the target, and the target is not suspicious. If the victim of such an attack fails his Fortitude saving throw (DC 10 + half the assassin's class level + Intelligence modifier) against the kill effect, he dies. If he fails the saving throw against the paralysis effect, he becomes completely helpless and unable to act for 1d4 rounds plus a round per level of the assassin. Regardless of the victim's success, the sneak attack deals full damage. Once the assassin has completed the 3 rounds

of study, she must attack within 3 rounds or lose the death attack. If the attack fails, she likewise loses it. Another 3 rounds of study are required to try again (assuming the victim hasn't become a tad suspicious by this point).

Poison Use: Assassins are trained in the use of poisons: they don't risk accidentally poisoning themselves.

Saving Throw Bonus vs. Poison: Assassins slowly build up a resistance to poison. At 3rd level (and every 3 levels thereafter) they gain a +1 natural saving throw bonus against poisons.

Ex-Assassins

An assassin who becomes good loses the death attack ability, and cannot gain more levels as an assassin. She retains all the other benefits of the class.

Assassin Starting Package

Armor: Studded leather +3 AC, speed 30 ft., armor check penalty -1, 20 lbs.

Weapons: Longsword (1d8, crit 19-20/x2, 4 lbs., Medium-size, Slashing)

Shortbow (1d6, x3 crit, 60 ft., 2 lbs., Medium-size, Piercing)

Five daggers (1d4, crit 19-20/x2, 10 ft., 1 lb., Tiny, Piercing)

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Feats: Improved Initiative, Quick Draw

Gear: Backpack with waterskin, one day's trail rations, disguise kit, bedroll, sack, and flint and steel.

Gold: 4d4 gp.

Hakima

The word hakima (ha-KEE-ma) means wise woman. Arabian mythology is filled with examples of women whose power lies in their wisdom and knowledge, and their ability to see through deception. Examples include Scheherazade, whose stories captivated the sultan, and Ali Baba's servant girl Morgiana, whose quick thinking saved him from the wrath of the thieves.

As wisdom is often thought to be a female trait, almost all hakimas are women. In fact, the word itself is feminine. However, with your DM's permission, you may play a male hakim.

Adventurers: Good hakimas may be traveling in order to gain wisdom about the world, to right some wrong, or in the service of a master. Evil ones are more likely trying to gain power, to increase their influence.

Characteristics: Hakimas cast arcane spells, based on wisdom. Their spells tend to be healing spells, or those that have a subtle, mind-influencing effect. In addition, hakimas are very good at

Table 3-3: Hakima Level Progression

Class	Base Attack	Fort	Ref	Will		Spells per Day									
Level	Bonus	Save	Save	Save	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Intuit truth (Sense Motive)	3	1	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3	+2	+1	+1	+3	Intuit truth (Spot)	4	2	1	—	—	—	—	—	—	—
4	+3	+1	+1	+4	Reveal concealed objects	5	3	2	—	—	—	—	—	—	—
5	+3	+1	+1	+4	Intuit truth (Listen)	5	3	2	1	—	—	—	—	—	—
6	+4	+2	+2	+5	Uncanny dodge (Dex bonus to AC)	5	3	3	2	—	—	—	—	—	—
7	+5	+2	+2	+5	Intuit truth (Search)	6	4	3	2	1	—	—	—	—	—
8	+6/+1	+2	+2	+6		6	4	3	3	2	—	—	—	—	—
9	+6/+1	+3	+3	+6	Intuit truth (Enchantments)	6	4	4	3	2	—	—	—	—	—
10	+7/+2	+3	+3	+7	Uncanny dodge (can't be flanked)	6	4	4	3	3	2	—	—	—	—
11	+8/+3	+3	+3	+7	Detect illusions and mirages	6	5	4	4	3	2	1	—	—	—
12	+9/+4	+4	+4	+8		6	5	4	4	3	3	2	—	—	—
13	+9/+4	+4	+4	+8	Uncanny dodge (+1 against traps)	6	5	5	4	4	3	2	1	—	—
14	+10/+5	+4	+4	+9		6	5	5	4	4	3	3	2	—	—
15	+11/+6/+1	+5	+5	+9		6	5	5	5	4	4	3	2	1	—
16	+12/+7/+2	+5	+5	+10	Uncanny dodge (+2 against traps)	6	5	5	5	4	4	3	3	2	—
17	+12/+7/+2	+5	+5	+10		6	5	5	5	5	4	4	3	2	1
18	+13/+8/+3	+6	+6	+11	True sight	6	5	5	5	5	4	4	3	3	2
19	+14/+9/+4	+6	+6	+11	Uncanny dodge (+3 against traps)	6	5	5	5	5	5	4	4	3	3
20	+15/+10/+5	+6	+6	+12		6	5	5	5	5	5	4	4	4	4

discerning truth from falsehood. At higher levels, this ability becomes almost supernatural.

In addition, hakimas are experts at a number of skills, especially those involving subtle interactions and healing.

Alignment: Hakimas shy away from extremes, able to see many sides of any one question. They usually have some neutral component in their alignments. Nevertheless, they may be of any alignment.

Religion: Most hakimas are at least respectful of divine influence, and many are devote followers.

Background: Being a hakima is not so much a choice as it is a natural calling. Hakimas are typically those who as young girls show great wisdom and human understanding. They naturally grow to become the wise woman of their village or community.

Races: Hakimas are most common among humans and fa'arim. However they have been known to appear among the other races as well, and often rise to become advisors of the leaders of their clan or tribe.

Other Classes: Hakimas tend to be distrustful of assassins, and often become exasperated with “dumb warriors.” But in general they get along well with anyone.

Game Rule Information

Hakimas have the following game statistics.

Abilities: Wisdom is the most important ability for a hakima, as her spells are based on this. Both

Intelligence and Charisma help with her skills. Finally, Dexterity is important for staying out of harm's way.

Alignment: Any.

Hit Die: d6.

Class Skills

The hakima's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Innuendo (Cha), Intuit Direction (Wis), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (exclusive, Int), Search (Wis), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at 1st Level: $(6 + \text{Int Modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

Class Features

All of the following are class features of the hakima.

Armor and Weapon Proficiency: Hakimas are proficient with all simple weapons, light armor, and shields.

Spells: A hakima casts arcane spells according to Table 3-3. Unlike most arcane casters, their bonus spells and Difficulty Classes are based on Wisdom. Each day, a hakima must spend one hour preparing her spells by attuning herself to the area and mixing together the various recipes and concoctions that allow her to cast spells.

Spontaneous Casting: Like clerics, good hakimas may spontaneously cast “cure” spells and evil hakimas “inflict” spells by sacrificing one of the spells already memorized. A neutral hakima may choose which of these abilities she wishes to have, though she cannot change her mind later.

Intuit Truth: At 1st level, a hakima may add half her hakima level (but always at least 1) to her Sense Motive rolls. Further, when she hears someone lie or is exposed to a mundane disguise, she is entitled to make a Sense Motive check as if she were actively assessing the situation. At 3rd level, she may add half her hakima level to Spot checks. At 5th level she may do likewise with Listen checks, and at 7th level with Search checks. At 9th level, she is entitled to a Sense Motive check when she interacts with someone enchanted or dominated, in order to detect this.

Reveal Concealed Objects: A hakima of at least 4th level who passes within 5 feet of a secret or concealed door or a similarly concealed object is entitled to a Search check to notice it, as if she were actively looking for it.

Detect Illusions and Mirages: At 11th level, a hakima is entitled to an initial saving throw against illusions, even if she has no reason to disbelieve it. If she later actively attempts to disbelieve, she gets another saving throw.

Uncanny Dodge: Starting at 6th level, a hakima begins to have glimpses into the immediate future, which can save her life. At 6th level, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses the bonus if immobilized.) At 10th level, she can no longer be flanked, except by a rogue or assassin at least four levels higher. At 13th level, she gains a +1 bonus to Reflex saves against traps, and

a +1 dodge bonus to attacks made by traps. These bonuses increase to +2 at 16 level, and +3 at 19th level.

True Sight: At 18th level, a hakima looks upon everything as if she had an arcane True Sight cast upon her. This is a supernatural effect.

Hakima Starting Package

Scholar Mage

Adventurers: something, something, and then you’ll see, you’ll avoid calamity!

Characteristics:

Alignment: Any.

Religion: Any. Scholar mages are a varied lot. Some are virtually atheist, while others are very devoutly religious.

Background:

Races:

Other Classes:

Game Rule Information

Scholar mages have the following game statistics.

Abilities: x

Alignment: Any.

Hit Die: d4.

Class Skills

The scholar mage’s class skills (and the key ability for each skill) are

Skill Points at 1st Level: (4 + Int Modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Table 3-4: Scholar Mage Level Progression

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	
11	+5	+3	+3	+7	
12	+6/+1	+4	+4	+8	
13	+6/+1	+4	+4	+8	
14	+7/+2	+4	+4	+9	
15	+7/+2	+5	+5	+9	
16	+8/+3	+5	+5	+10	
17	+8/+3	+5	+5	+10	
18	+9/+4	+6	+6	+11	
19	+9/+4	+6	+6	+11	
20	+10/+5	+6	+6	+12	

Class Features

All of the following are class features of the scholar mage.

Scholar Mage Starting Package

Racial Classes

Some of the new races presented in the previous chapter have special abilities that are beyond the capabilities of the more standard races. In order to preserve game balance, many of these abilities have been reserved as abilities of certain racial classes.

In game terms, a racial class is essentially a prestige class. In particular, taking one or more levels in a racial class does not incur experience point penalties for the character. In addition, taking a level of a racial class does not impact special multiclassing restrictions, such as the faris/paladin's inability to continue on that path.

Unlike most prestige classes, these classes do not require the character to be part of any special group (besides the species!), to have any particular skills or outlook, or to need much (if any) training. They simply represent mastering the inherent abilities within each race. Most of the skills and abilities granted are ability increases or natural bonuses.

Giant Class

Giants are larger than ordinary human beings. As such, most of their level progression centers around bonuses to Strength and Constitution. A character with all four giant levels is a force unto

himself on the battlefield. See the giant racial entry for more details.

Game Rule Information

Giants have the following game statistics.

Abilities: Strength is the primary ability for any giant, and they have an impressive bonus. Constitution is also important for its hit point modifiers, though not as important. A high Dexterity may also be important, in order to offset the giant's initial racial penalty.

Hit Die: d8.

Class Skills

The giant's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), and Swim (Str).

Weapon and Armor Proficiency: The giant is proficient in the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Skill Points at 1st Level: (2 + Int Modifier) × 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Table 3-5: Giant Level Progression

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	+2 Str
2	+1	+3	+0	+0	+4 Str, +2 Con
3	+2	+3	+1	+1	+6 Str
4	+3	+4	+1	+1	+8 Str, +4 Con

Table 3-6: Hyenafolk Class Level Progression

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	+1 natural AC, +2 Con
2	+1	+3	+0	+0	+2 Str

Class Features

All of the following are class features of the giant.

Ability Bonuses: Each level that the giant goes up, he gets a one time +2 bonus to Strength. In addition, he gets a one time +2 bonus to Constitution at levels 2 and 4.

Hyenafolk Class

Hyenafolk are close relatives of gnolls. They are rude, cruel, and vicious, though arguably better suited for combat than humans. Their level progression reflects this. See the hyenafolk racial entry for more details.

Game Rule Information

Hyenafolk have the following game statistics.

Abilities: Strength, Dexterity, and Constitution are all useful for obvious reasons. Hyenafolk tend not to value the mental abilities as much, though Wisdom is valued in leaders.

Hit Die: d8.

Class Skills

The hyenafolk's class skills (and the key ability for each skill) are

Weapon and Armor Proficiency: The hyenafolk are proficient in the use of all simple and martial weapons and all light armor and shields.

Skill Points at 1st Level: $(2 + \text{Int Modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Class Features

All of the following are class features of the hyenafolk.

Natural AC Bonus: At first level the character receives a +1 bonus to natural AC.

Strength and Constitution Bonus: At 1st level, the hyenafolk character gets a one time +2 bonus to Constitution. At 2nd level, she gets a one time +2 bonus to Strength.

Lizardfolk Class

Desert lizardfolk dwell far away from human

Table 3-7: Lizardfolk Class Level Progression

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	+2 natural AC, +2 Str, +2 Jump, +2 Balance
2	+1	+0	+3	+0	+5 natural AC, +4 Jump, +4 Balance

settlements, and abhor water. They possess many physical abilities that set them apart from other humanoids. As a lizardfolk character gains in power, he becomes stronger and develops a natural toughness that makes up for his inability to use standard armor easily. See the lizardfolk racial entry

for more details.

Game Rule Information

Lizardfolk have the following game statistics.

Abilities: Strength and Dexterity are the most important abilities for lizardfolk characters, as they translate directly into physical abilities. By contrast Charisma and Intelligence are relatively useless.

Hit Die: d8.

Class Skills

The lizardfolk class's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), and Spot (Wis).

Weapon and Armor Proficiency: The lizardfolk character is proficient in the use of all simple and martial weapons and all shields.

Skill Points at 1st Level: $(2 + \text{Int Modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Class Features

All of the following are class features of the lizardfolk character.

Natural AC Bonus: At first level the character receives a +2 bonus to natural AC, which is changed to a +5 bonus at level 2.

Jump and Balance: Lizardfolk get racial bonuses to these skills at each level. The bonuses at each level do not stack.

Strength Bonus: At 1st level, the lizardfolk character gets a one time +2 bonus to Strength.

Prestige Classes

The world of Al-Dakan also offers its own Prestige Classes. Most of these represent membership in some exclusive group. Gaining entry is rarely easy for player characters, but the new abilities can be worth the effort.

Fida'i

Fida'i are zealous, fanatic warriors, devoted to some cause or mission greater than themselves. Examples range from ancient

orders of holy warriors to the Fedaykin in Frank Herbert's Dune. A more infamous example might be modern day fanatic Islamist fighters (though not all fida'i are as bloodthirsty).

The fida'i combine deadly skill with an absolute belief in the holy nature of their mission. They know that their cause is correct and that their actions are without fault. They do not fear death, for they know that a glorious reward awaits them beyond.

Most fida'i start their careers as either assassins or fighters. On occasion a faris, ranger, or rogue might become one as well. Almost all are humans or giants. fa'ar fida'i are extremely rare (and hard to pronounce).

Hit Die: d10.

Requirements

To qualify to become a fida'i, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +6.

Feats: Iron Will.

Concentration: 2 ranks.

Knowledge (Religion): 5 ranks.

Special: Must be admitted and inducted by a priest or warrior in the particular fida'i order.

Class Skills

The fida'i's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the fida'i prestige class.

Weapon and Armor Proficiencies: A fida'i is proficient in all simple and martial weapons, as well as light and medium armor and shields.

Conviction (Ex): A fida'i may add his fida'i level

to all saves against mind-affecting spells and attacks.

Divine Ecstasy (Ex): Beginning at 1st level, the character's faith allows him glimpses of the paradise that waits him in the afterlife, and he gains the ability to enter a paroxysm of joy as a free action (though only on his turn). He may do this once per day, and only once per encounter.

In terms of game mechanics, the ecstasy is very similar to a barbarian's rage. The fida'i temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. He also suffers a -2 penalty to AC. This lasts for 2 rounds plus 1 round for each fida'i level. When this time period is up the fida'i is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of the encounter. Unlike a barbarian, a fida'i in such a state may seem cold and disconnected, and so may perform actions requiring concentration. Even so, he won't even think of retreating.

A fida'i may enter this ecstasy twice per day at 4th level, three times per day at 7th level, and 4 times at 10th level. At 9th level, he is no longer exhausted by it. At 10th level, he gains a +6 to Strength, +6 to Constitution, and +3 morale bonus to Will saves during these periods.

Favored Enemy (Ex): At 2nd level, a fida'i can select a favored enemy. This enemy must either be some group (such as followers of a certain god or ruler), some nation, or a species of sentient creature (not the fida'i's own). The chosen enemy must be somehow opposed to the fida'i's faith, although trivial disagreements may be grounds enough. She gains a +1 bonus to Bluff, Disguise, Listen, Sense Motive, and Spot checks, as well as +1 to weapon damage (so long as the creature is within 30 feet, and is subject to critical hits). Every three levels thereafter, she may select a new favored enemy.

Aura of Courage (Ex): At 3rd level, a fida'i is totally immune to fear. Allies within 10 feet of him gain a +4 morale bonus on saving throws against fear attacks. Granting this bonus to allies is a supernatural

Table 3-8: Fida'i Level Progression

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Conviction, divine ecstasy 1x/day
2	+2	+3	+0	+3	1st favored enemy
3	+3	+3	+1	+3	Aura of courage, slippery mind
4	+4	+4	+1	+4	Divine ecstasy 2x/day
5	+5	+4	+1	+4	2nd favored enemy
6	+6	+5	+2	+5	Greater slippery mind
7	+7	+5	+2	+5	Divine ecstasy 3x/day
8	+8	+6	+2	+6	3rd favored enemy
9	+9	+6	+3	+6	No longer fatigued after divine ecstasy
10	+10	+7	+3	+7	Divine ecstasy 4x/day, greater divine ecstasy

effect.

Slippery Mind (Ex): At 3rd level, the fida'i may wriggle free from magical effects that would otherwise control or compel him. If he is affected by an enchantment and fails his saving throw, he may attempt one again 1 round later. He only gets this one extra chance. At 6th level, he gets a new saving throw every hour until he breaks free. Keeping a fida'i under compulsion is both difficult and dangerous.

Seraph Hunter

Gahiji is the seraph word for hunter. These warriors are the elite forces of the seraph clans. Many young seraphim aspire to join their ranks, and yet very few actually succeed.

During times of peace, the hunters typically act alone. They travel far across the open desert, acting as the eyes and ears of the local matriarch. During times of war they engage in vicious commando raids, striking from the wilderness quickly, quietly, and efficiently. They are masters of the desert, and have learned to harness many of the natural forces found therein.

Hit Die: d8.

Requirements

To qualify to become a seraph hunter, a character must fulfill all the following criteria.

Race: Seraph.

Base Attack Bonus: +6.

Feats: Endurance, Tracking.

Listen: 5 ranks.

Wilderness Lore: 5 ranks.

Special: Must be a member of a seraph clan, and then admitted and inducted by a *Gahiji* order within the clan. Different orders may have additional requirements.

Class Skills

The seraph hunter's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex),

Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the seraph hunter prestige class.

Weapon and Armor Proficiencies: A seraph hunter is proficient in all simple and martial weapons, as well as light and medium armor.

Fast Movement (Ex): A hunter moves faster than normal, by +10 feet, when wearing medium armor or lighter and not carrying a heavy load.

Locate Water (Ex): A hunter who passes within 50 feet of a gallon or more of water is entitled to a Search check to notice it, as if she was actively looking for it.

Trackless Step (Ex): At 2nd level, a seraph hunter crossing across sand leaves no trail, and cannot be tracked.

Sand Entangle (Sp): At 3rd level, the hunter may cause the sand in front of him to animate, ensnaring passerby and causing them to sink to their ankles or calves. In game terms, the effects are identical to the *entangle* spell in the PHB. This ability can be used once per day.

Sand Jump (Sp): At 4th level, the hunter gains the ability to travel between connected patches of sand as though through a *dimension door* spell. The hunter can jump up to 20 feet each day, at once or in two 10 jumps of 10 feet. Each two levels thereafter, the distance a hunter can jump doubles. The amount can be split up, but each jump counts as a minimum of 10 feet.

Burrow (Sp): At 5th level, the *Gahiji* can be sucked under the sand as a full round action once per day. The hunter sinks so that her head is up to 5 feet below the surface, and no trace remains above that she was ever there. She is conscious, and the sand

Table 3-9: Seraph Hunter Level Progression

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Fast movement, locate water
2	+2	+3	+0	+0	Trackless step
3	+3	+3	+1	+1	Sand Entangle
4	+4	+4	+1	+1	Sand jump (20 ft.)
5	+5	+4	+1	+1	Burrow, sand dodge +2
6	+6	+5	+2	+2	Sand blast, sand jump (40 ft.)
7	+7	+5	+2	+2	Sand dodge +4
8	+8	+6	+2	+2	Sand blast (×2), sand jump (80 ft.)
9	+9	+6	+3	+3	Tremorsense
10	+10	+7	+3	+3	Sand blast (×3), sand jump (160 ft.)

transfers enough air to breathe from above, but she must still attend to other bodily functions normally. The hunter is totally encased in sand, but may make small movements with her ability to influence this medium. She may return to the surface at any time as another full round action (so long as the space still exists above).

Sand Dodge (Ex): Hunters move with lightning speed on their own terrain. At 5th level, a hunter gains a +2 dodge bonus to AC while standing on sand. This increases to +4 at level 7.

Sand Blast (Sp): At 6th level, the hunter may cause the sand at his feet to shoot forwards with great force, creating a cone 30 feet long and as wide at the base. Any within this cone takes 1d8 points of damage per level (half of this is heat, half is the force of the sand) and is knocked back to the end of the cone, prone. Affected parties may make a Reflex save (DC 10 + seraph hunter level) for half damage and to avoid the knock back. Large creatures (and bigger) are not knocked back. The hunter may do this once per day, twice per day at level 8, and thrice at level 10.

Tremorsense (Ex): At 9th level, a *Gahiji* gains the ability to detect any motion within 60 feet, so long as there is sand and earth between her and it. She may

tell how big the object is, its location, and its general shape, but nothing else.

Lizardfolk Witch Warrior

Requirements

To qualify to become a witch warrior, a character must fulfill all the following criteria.

Race: Lizardfolk.

Base Attack Bonus: +6.

Special:

Class Skills

The witch warrior's class skills (and the key ability for each skill) are

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the witch warrior prestige class.

Weapon and Armor Proficiencies:

Other Prestige Classes
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